Atari™

DOS AUTOBOOTER

by

Silicon Valley Systems

INTRODUCTION AND LOADING INFORMATION

This program is written in BASIC, make sure the BASIC cartridge is inserted.

Insert the DOS AUTOBOOTER disk into drive #1, close the door and turn on your Atari system. The program automatically boots up and the welcome screen appears. Instructions are located at the bottom of the screen: "Press any key to continue".

After you have pressed a key the menu screen appears. As mentioned previously, the instructions are displayed at the bottom of the screen.

The menu offers three options:

Option A, which creates a machine code Autorun program file, which in turn runs a user-specified BASIC program file.

Option D, which rewrites DOS with a new user-determined autorun file specification.

Option X, which exits the user to BASIC and clears BASIC memory.

INSTRUCTIONS

DOS AUTOBOOTER is a prompt driven program.
Instructions and/or error messages always appear at the bottom of the screen. Input prompts are displayed in the middle of the screen. Default file names are displayed at the top of the screen.

The default file specs are self-modifying, meaning that any file spec entered automatically becomes the new default file spec! The program accepts default values by pressing RETURN at a prompt.

OPTION A — Create AUTORUN

Step 1 — Enter AUTORUN file spec (or press RETURN for default). This is the name and drive number of the machine code AUTORUN file to be created. If the drive number is omitted and only a file name is entered the program will automatically prompt for the drive number.

Step 2 — Enter BASIC file spec (or press RETURN for default). This is the file name and drive number of your BASIC program file to be automatically run during boot-up.

Step 3 — Your input is then summarized on the screen. If all is in order then press "y" to create the AUTORUN file. Otherwise you press any other key for the menu.

OPTION D — Create DOS

Step 1 — Enter AUTORUN file spec (or press RETURN for default).

Step 2 — Enter drive #, which contains the disk, to write new DOS files to (default is "1").

Step 3 — Check input summary for input error. Then press "y" to write DOS or any other key to return to the menu.

What if you make an entry error and do not wish to wait for Step 3 to return to the menu? You merely end any entry with a "CTL-X" to exit to the menu.

Example: John Doe wrote a program in BASIC called JOHNDOE.BAS. He wishes for this program to be automatically run from drive #1 when he boots his Atari system. John Doe also wants the AUTORUN file to be called JOHNDOE.OBJ instead of D1:AUTORUN.SYS. Finally, he will be processing several disks in an 'assembly line' fashion and all end-product disks will be in drive #2.

The above paragraph tells us the following information:

i For option A, the AUTORUN file to be created is called JOHNDOE.OBJ, but the actual disk will be in drive #2. Therefore, the name of the AUTORUN file for option A is "D2:JOHNDOE.OBJ".

ii For option A DOS (during boot-up) must search drive 1 for JOHNDOE.BAS so the BASIC file spec. to AUTORUN is "D1:JOHNDOE.BAS"

iii For option D DOS (during boot-up) must search drive 1 for JOHNDOE.OBJ, so the name of the AUTORUN file for option D is "D1:JOHNDOE.OBJ."

v For option D, the destination disk is in drive 2; so the drive # to write DOS to is "2".

Thus, John Doe boots up DOS AUTOBOOTER and places his first end-user disk in drive 2. He presses A to create AUTORUN file. He then enters "D2:JOHNDOE.OBJ" for name of AUTORUN object file. This automatically becomes the new default. He then enters "D1:JOHNDOE.BAS" for name of BASIC file to AUTORUN. He then verifies input and presses "y" for 'yes.'

The file JOHNDOE.OBJ is written to drive #2. During a cold-start boot-up this file is run, then the BASIC file "D1:JOHNDOE.BAS" will in turn be run.

However at this point DOS will search for "D1:AUTORUN.SYS" during a cold-start boot-up instead of "D1:JOHNDOE.OBJ". Hence, DOS on drive 2 must be rewritten to accept the above file spec as the AUTORUN file spec. This is done by pressing "D" to rewrite DOS (option D).

John Doe presses RETURN for the default AUTORUN spec, "D1:JOHNDOE.OBJ", and presses "2" to write new DOS files on to drive 2. John verifies from the input summary that he made no typing errors and presses "y" to create new DOS.

John is now finished with his first disk. To continue in assembly line fashion John need only press RETURN to enter file specs, because the specs he has entered are the new defaults. (However, John must remember to press "2" instead of RETURN on the last prompt of option D).

To test that the completion was a success is easy. Turn off the system, insert the new disk, turn on the system and if the user-named BASIC file is contained on that disk then it will automatically run.

You'll get a kick when you see how many steps are removed from booting when you see.....

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from

Silicon Valley Systems

by Randi Schulhof

Previously necessary and time-consuming procedures are made redundant with DOS AUTOBOOTER. DOS AUTOBOOTER streamlines and automates steps in the booting process. DOS AUTOBOOTER is efficiency and convenience.

DOS AUTOBOOTER automatically runs a **BASIC** program during a cold-start boot-up!

DOS AUTOBOOTER automatically runs a program on any disk drive during a cold-start boot-up.

DOS AUTOBOOTER automatically runs an object code file with a name other than AUTORUN.SYS during a cold-start boot-up.

PS. DOS AUTOBOOTER brings glamor to a utility! You'll click your heels when you see DOS AUTO-BOOTER's graphics design. DOS AUTOBOOTER is beauty with functionality!

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